

## Lianna: A Summary



### **From The *Encyclopedia Omnia Memnose***

Lianna is a world of moderate population on the edge of the Allied Tion sector. Economically and historically, Lianna has always stood apart from the Allied Tion, and from the Thaniwm worlds which also border it. Ethnically, the Liann citizens have much in common with some of the peoples of the Allied Tion, most notably with the Jaminere, although Lianna was never a part of the empire of Xim the Despot.

Originally, Lianna boasted a wealth of different cultures and religions. Many of these were mystical, and all of them were colorful. In the early years of the Republic, when many of the powerful states still felt little bound by the Republic's laws and policies, Lianna became a part of the Kingdom of Barseg. The native population dropped drastically in the first hundred years of Barsegian governorship.

Disease and culture shock took their toll, as a primitive civilization was brought abruptly forward into the PanGalactic era. Hundreds of thousands of Liann citizens were deported to perform manual labor throughout the Kingdom.

Through the centuries, a number of native rebellions rocked the planet, culminating in the last futile attempt at independence in the provinces of Berene and Caldara. The off-world reaction to the harsh treatment of the rebellious areas was severe enough that the colony of Lianna was removed from Barseg's control and placed under Senatorial governance as a province of the Republic. The world has since come under the control of Santhe/Sienar Technologies.

### **From *Galactic Gourmet's Galaxy Guide***

Our advice to you, dear reader, is "Don't go!" Lianna is hardly our idea of a vacation spot. Still, if business compels you to go to Lianna, the best accommodations are to be found at the Imperial Hotel in Lola Curich Starport. It is a relatively new establishment with 6,200 suites.

While service is mediocre, the atmosphere is what one would expect from a quality hotel. Be warned, however, about the food. Even in a fine restaurant the food tastes reconstituted. Very little food is actually produced on Lianna, and most of it is of the more hardy, inferior variety. It is usually far from fresh by the time it reaches the cities. Native Liann cuisine, if one can call it that, is highly and unsubtly seasoned; with the strong flavors of lill and preservatives prevailing. Typical dishes are a mush of vegetables and reconstituted potted meat stuffed into a grain and choya shell ...

### **LOLA CURICH STARPORT: From *How to Do the Allied Tion on 25 Credits a Day***

For the bargain hunter Lola Conch Starport has many delights. While fresh food, especially meat, is very expensive and usually imported from elsewhere in the Allied Tion, this doesn't mean you must spend a fortune to taste the best of Liann cuisine! The Lianns have raised preservatives and additives to an art.

Authentic Liann food takes old standbys such as ubiquitous potted meat, VegHash, and cereals, and couples them with native puree of lill and a variety of spices. The result is hot, spicy, and unpredictable! Most Liann meals are one-dish affairs, with a zap-prepared entree served in a choya shell. However, the best (and cheapest) way to sample the authentic flavors of Lianna is to eat on the street -- fish sticks baked in lill and

choya and served on plastic sticks, Bubble Bowls of VegeParsine, fresh choya bread and Dalkash ale. A feast can be had for less than five credits as you munch your way along the streets!

### **THE TION**

The Tion is a cluster of stars in one of the galaxy's long spirals comprised of some 12,000 stars. The Tion embraces nearly 600 habitable planets currently organized into three sectors.

The first of these is the Cronese Mandate, ruled from the central world of Chandaar. The core of the sector are the fourteen heavily populated worlds that comprise the ancient kingdom of Cron. There are also 450 less-populated worlds (added in recent years), as well as numerous uninhabited systems. The Cronese Mandate is ruled by the current head of the House of Cron, Robeir XXIII. He pays court to the Emperor, and rules as a client king., Robeir preserves a fairly large defense fleet, and a certain level of independence for the Cronese Mandate (although a large Imperial presence is used to keep the level of authority in the proper perspective).

The Cronese Mandate contains a great deal of mineral wealth, and several Cronese corporations mine the uninhabitable systems. The mineral wealth of the Cronese Mandate is the main resource to which the Cronese owe their present prosperity.

The second sector is the Ancient and Honorable Union of the Tion Hegemony. On the far edge of the spiral arm, the Tion Hegemony is marginally ruled by the Empire. While a distant backwater in relation to the Core Worlds, it embraces some of the most ancient worlds of mankind. Historically, while the majority of the galaxy remained in a pre-starflight dark age, the civilizations of the Tion flourished. On a number of worlds starfaring civilizations developed, and eventually reached out across the Tion in vast Confederations and Empires which reached their zenith long before the Old Republic. During these past millennia, the Empire of Xim the Despot held much of this area of space, as did the Livien League in a still earlier period. With the founding of the Republic, the Tion gradually slid into obscurity. Now the majority of the Tion Hegemony is a backwater, as industry, mineral resources, and cultures all played out. The sector is an agricultural breadbasket for the more flourishing and less stagnant worlds of Lianna and the Cronese Mandate.

Midway between the Cronese Mandate and the Tion Hegemony lies the third sector, the Allied Tion, ruled from Jaminere. It is a much more active sector, colonized from the Tion Hegemony in the early days of the Republic. Its peoples have a very spotted history, including the long servitude of Lorrard, and the ecological ruin of Lianna and Cadinth. Now the Allied Tion is a seat of manufacturing and trade, and nearly 15 percent of all passenger liners in the galaxy operate out of the Allied Tion. Its major worlds include Lianna, Lorrard, Cadinth, and Jaminere.

The Allied Tion is actively patrolled by the Imperial Starfleet, because of the volume of trade, and also because of its vital strategic importance to the Empire, both as a supply base and because of its location on the main star routes between the Core Worlds and the Corporate Sector.

#### **Excerpted from *Galactic Cultures -- A Visitor's Guide to the Galaxy***

**The Average Person on Lianna** -- Politics are so much an intimate part of life on Lianna that they are not viewed as a separate field that someone can go and get involved in. Everyone is already involved.

Economically, the average person is tied to the starship industry. And each person's livelihood depends on the relationship between the starship corporations and the government. Santhe/Sienar is popular on Lianna because of its phenomenal success in making that relationship more profitable for Lianna. Lady Santhe herself is as popular as she is feared. She embraced the popular concepts of how the Liann people would like to see themselves as -- tough, shrewd, daring, pleasure-loving, and successful. The Liann people appreciate the fact that she always seems to tweak the nose of Republic and Empire just a little bit -- and get away with it.

The weapons restrictions imposed in the past 30 years are not popular. The Lianns have always carried weapons, even in the workplace, and tend to view a being's home as his castle.

The average Liann has little love for Empire or Rebellion. They feel that both the Empire and the Republic have cut them a raw deal, and that no off-world government can be trusted. Emotional sympathies tend to be a little stronger for the Rebellion because the Lianns love a spunky underdog!

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